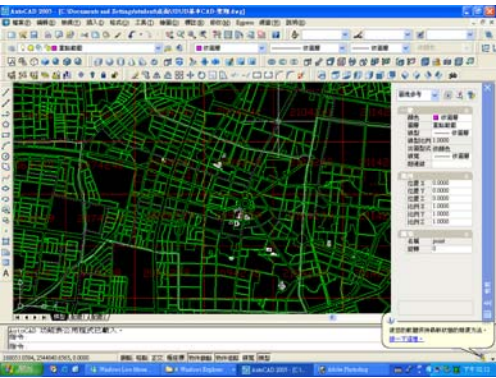


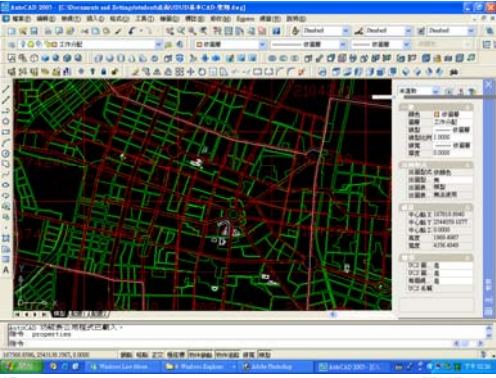
利用AutoCAD及3DMAX軟體 建置都市3D量體模型

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都市計畫與景觀系

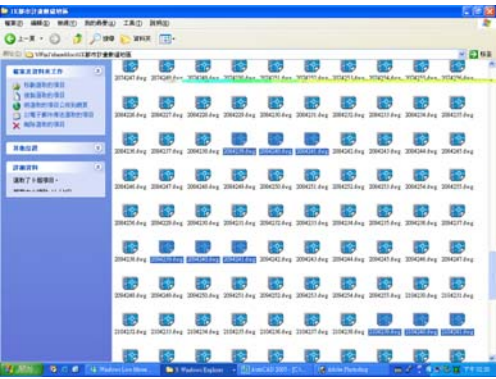
一、選定範圍 1. 開啟大範圍圖檔



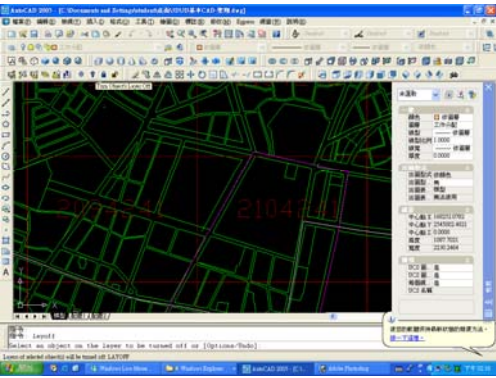
2. 選定量體建置範圍



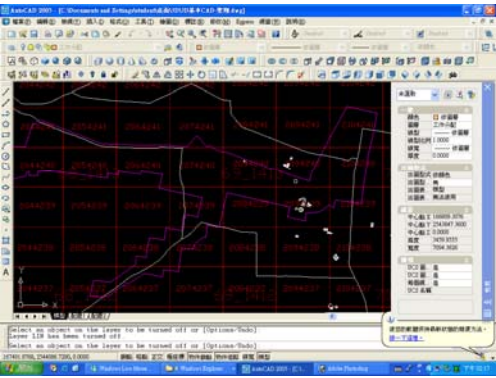
3. 找出所需圖檔



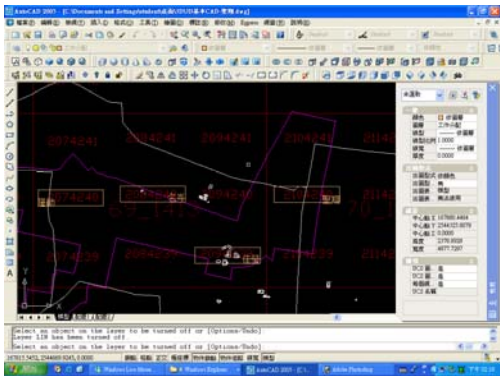
二、整理圖層 1. 點選Turn Object's Layer Off



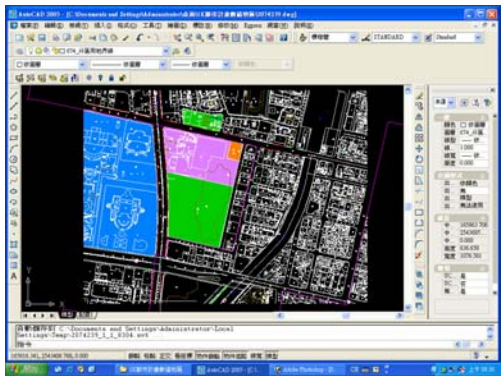
2. 清除不必要之圖層



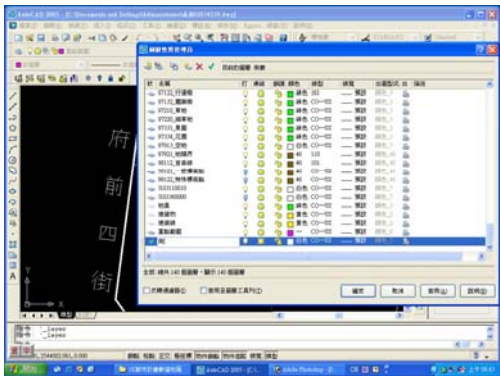
3. 分配責任區域



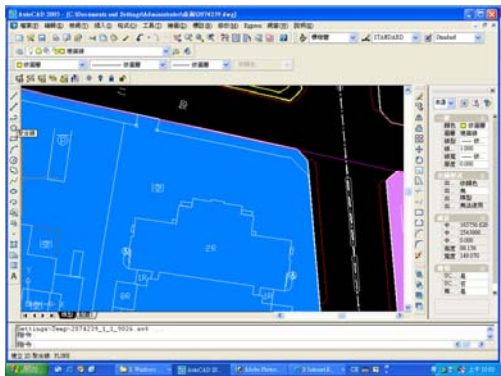
三、平面建築量體圖閉 1. 開啟圖檔



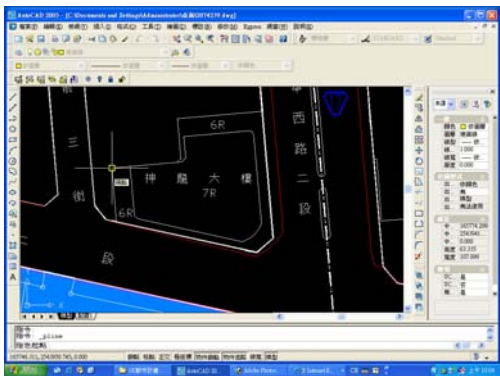
2. 新增建築線圖層



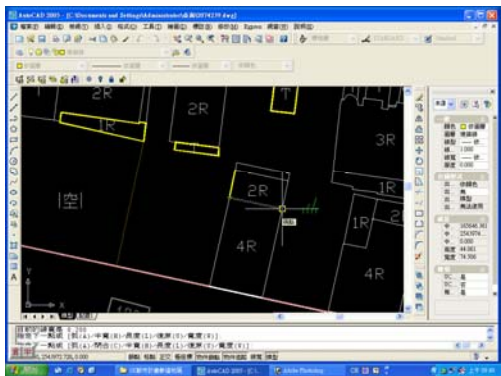
3. 聚合線選取



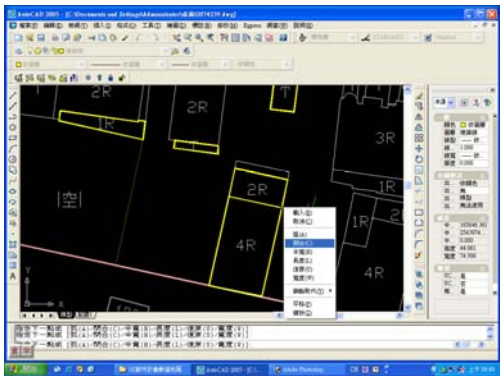
4. 聚合線描點



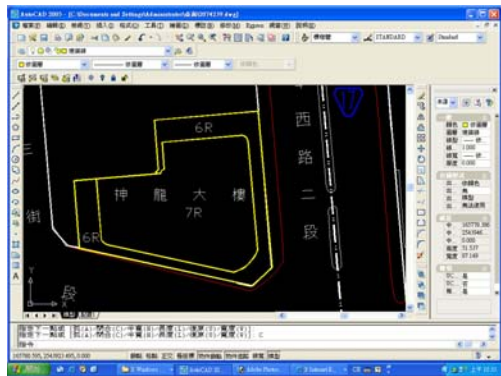
5. 聚合線連結



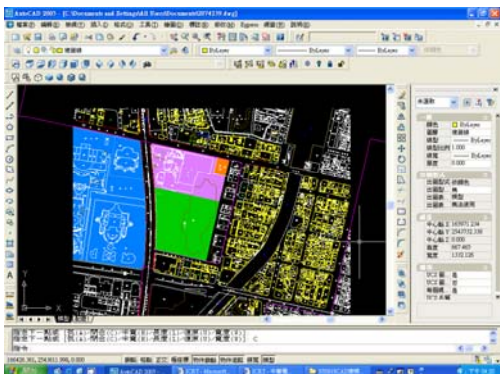
6. 聚合線閉合



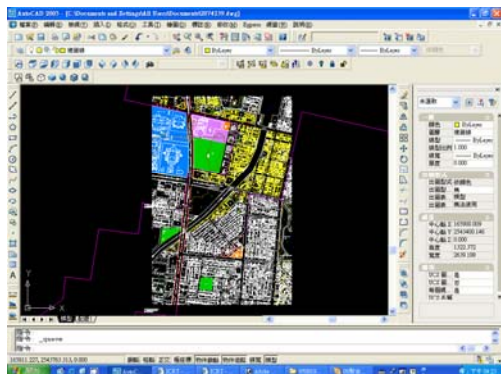
7. 聚合線閉合完成



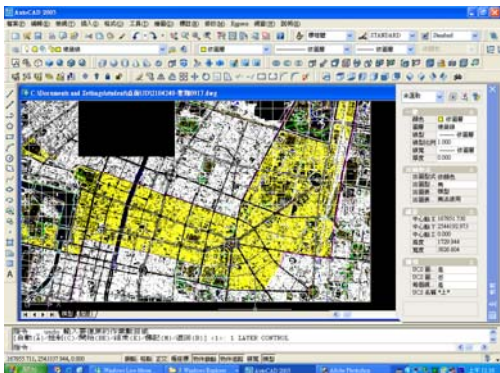
8. 陸續建立其他聚合線



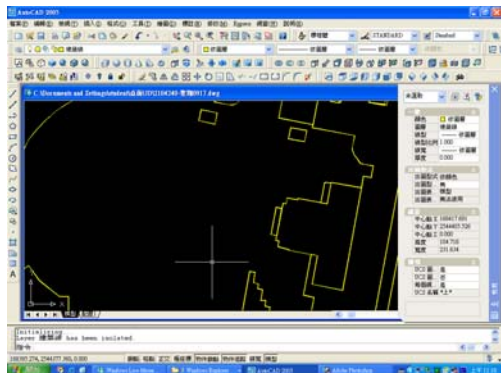
9. 加入第二張圖檔



10. 將所有已完成之圖檔合併

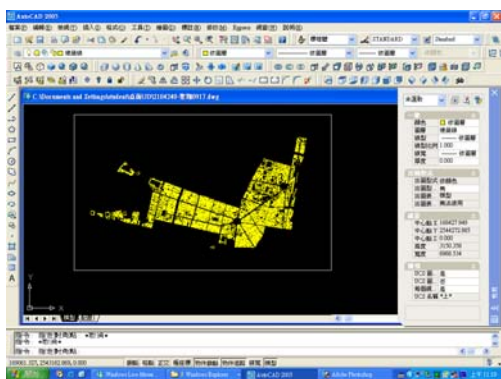


11. 清空其他圖層

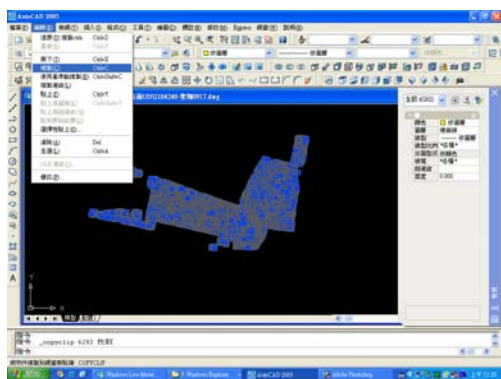


四、3D建築量體

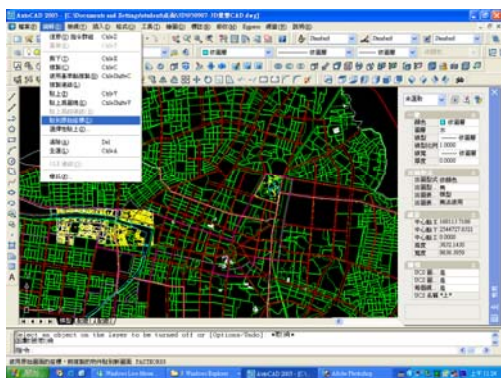
1. 選取全部建築線圖層



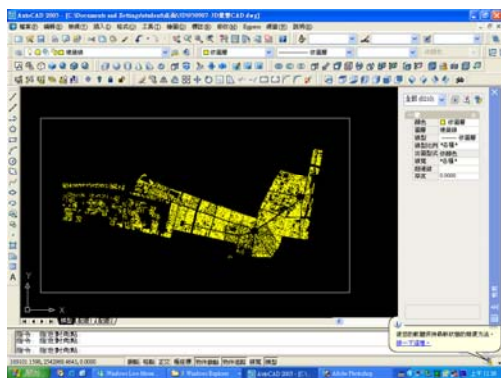
2. 將建築線圖層複製



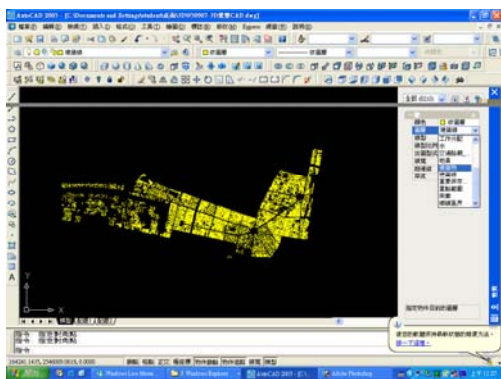
3. 貼到原始座標



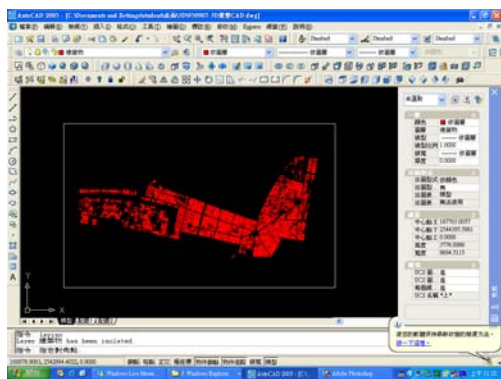
4. 清空其他圖層並選擇所有建築線物件



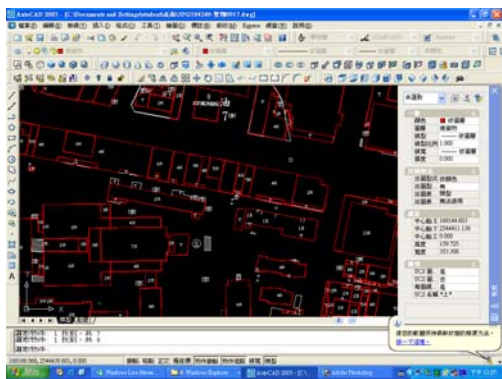
5. 在性質中更改此圖層為建築物圖層



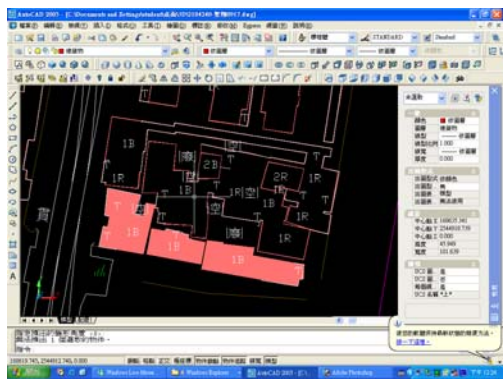
6. 選擇所有更改圖層後之物件



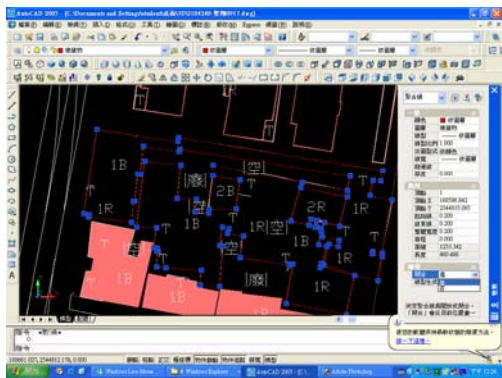
13. 繼續擠出其他建築物



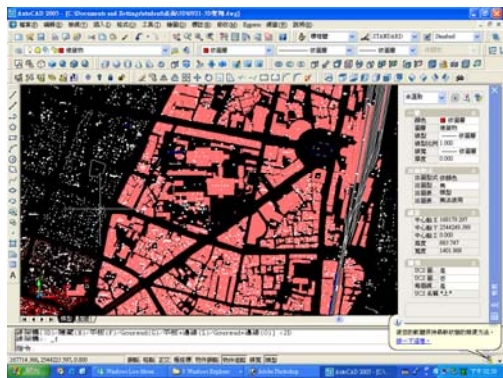
14. 若遇有無法擠出的物件



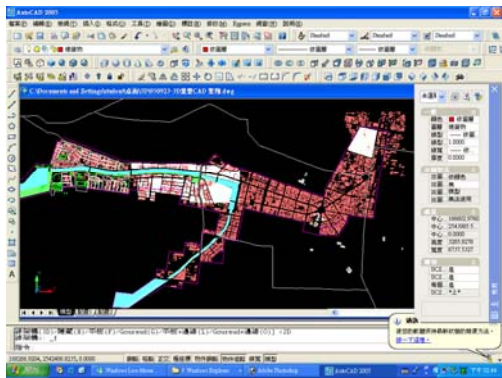
15. 先檢查該物件是否未閉合，將之閉合再擠出



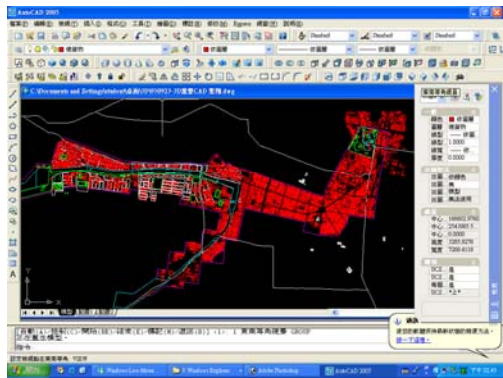
16. 逐步長出量體

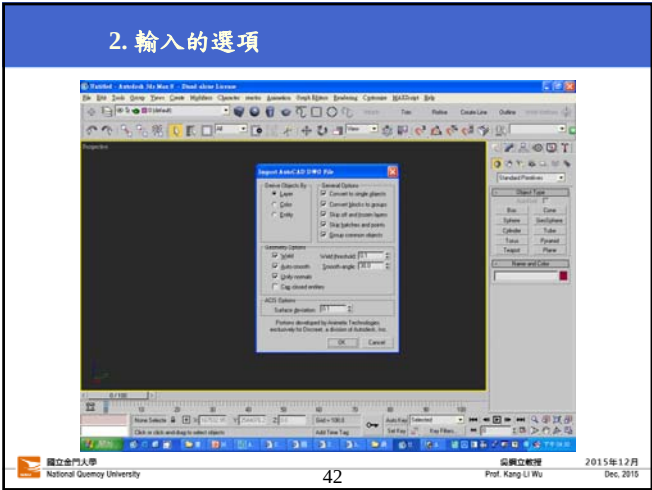
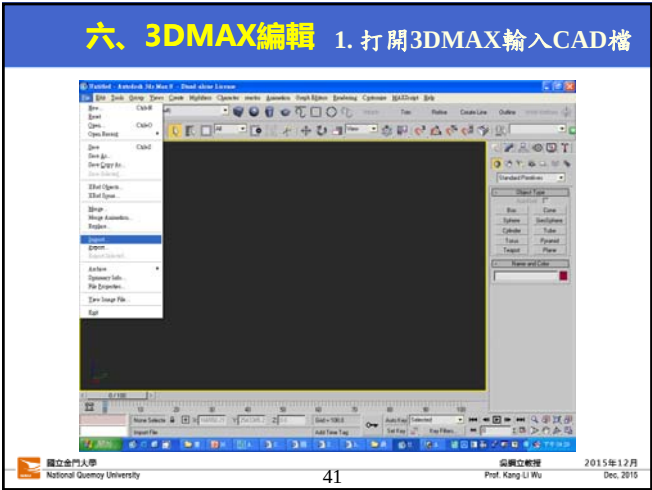
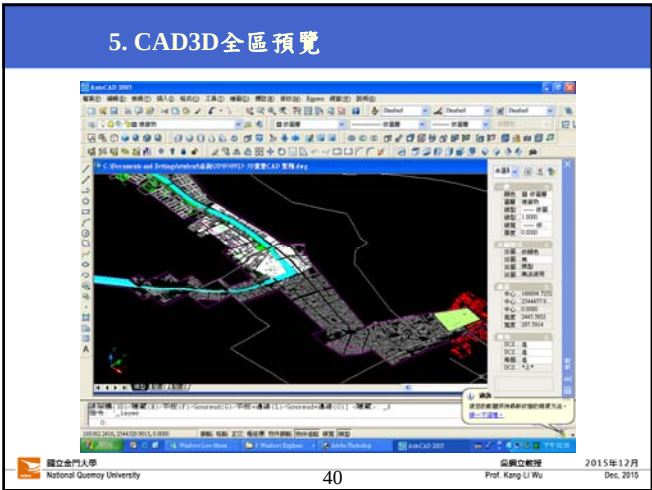
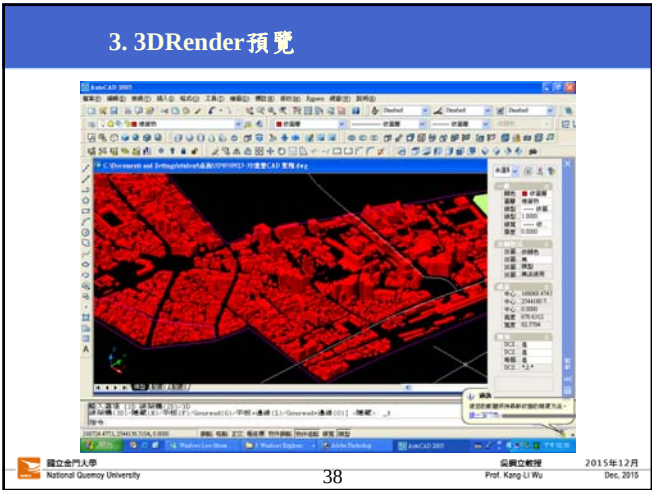
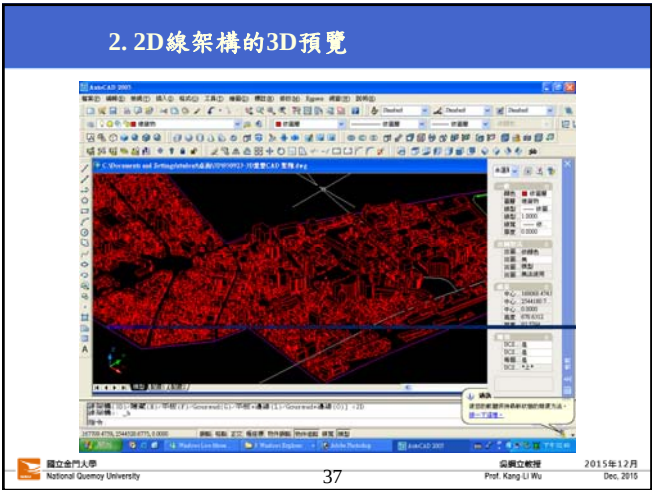


17. 利用平板描影檢查量體是否全數完成

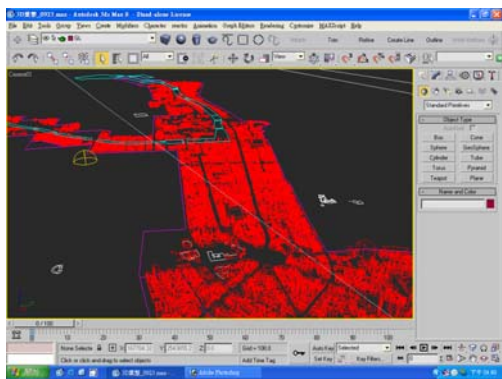


五、Render檔案並做檢查修正 1. 點選3D視景功能

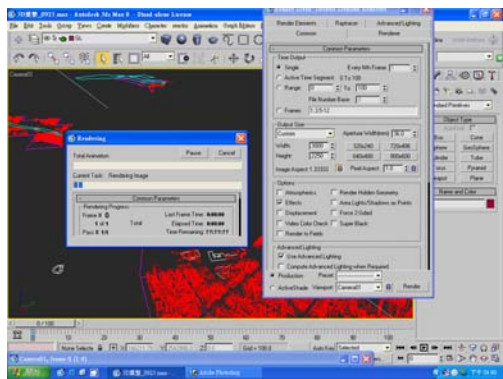




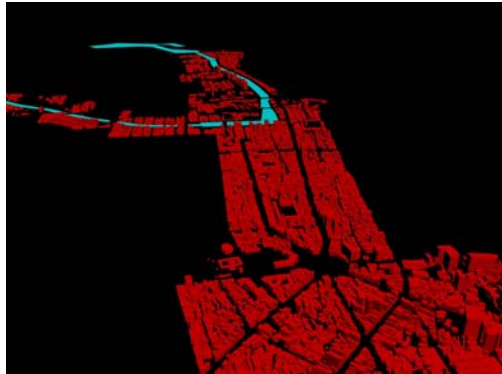
3. 輸入後可以斟酌打光



4. 跑圖及其設定 F=10跑圖設定 F9=開始跑圖



5. 原始圖Render完成



6. 加上植栽等地景元素及水面效果



6. 加上植栽等地景元素及水面效果



6. 雕刻細部元素加上天空效果

